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- 1** Task concurrency management methodology to schedule the MPEG4 IM1 player on 90
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- 2** Session H: Multimedia: A 2-D MPEG-4 multimedia authoring tool 88

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- 3** Multimedia: Architecture of a quality based intelligent proxy (QBIX) for MPEG-4 85
 videos

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- 4** **MPEG-4: an object-based multimedia coding standard supporting mobile applications** 85
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Volume 3 Issue 1
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- 5** **Session 4: Behavior3D: an XML-based framework for 3D graphics behavior** 84
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- 8** **Poster session and reception: Interactive contents authoring system based on XMT and BIFS** 82
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Proceedings of the tenth ACM international conference on Multimedia December 2002
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- 9 MPEG-4 systems and applications** 80
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- 10 An immersive 3D video-conferencing system using shared virtual team user environments** 80
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- 12 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating cultural heritage** 77
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- 14** Poster session and reception: An XMT API for generation of the MPEG-4 scene
 description

YeSun Joung , Kyuheon Kim

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 Krzysztof Walczak , Wojciech Cellary

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Atul Puri , Alexandros Eleftheriadis

Mobile Networks and Applications June 1998

Volume 3 Issue 1

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9 Extensible MPEG-4 textual format (XMT)

84%

 Michelle Kim , Steve Wood , Lai-Tee Cheok

Proceedings of the 2000 ACM workshops on Multimedia November 2000

This paper describes the Extensible MPEG-4 Textual format (XMT), a framework for representing MPEG-4 scene description using a textual syntax. The XMT allows the content authors to exchange their content with other authors, tools or service providers, and facilitates interoperability with both the X3D, developed by the Web3D consortium, and the Synchronized Multimedia Integration Language (SMIL) from the W3C consortium.

10 Application domains for fixed-length block structured architectures

82%

 Lieven Eeckhout , Tom Vander Aa , Bart Goeman , Hans Vandierendonck , Rudy Lauwereins , Koen De Bosschere

Australian Computer Science Communications , Proceedings of the 6th Australasian conference on Computer systems architecture January 2001

Volume 23 Issue 4

In order to tackle the growing complexity and interconnects problem in modern microprocessor architectures, computer architects have come up with new architectural paradigms. A fixed-length block structured architecture (BSA) is one of these paradigms. The basic idea of a BSA is to generate blocks of instructions, called BSA-blocks, statically (by the compiler) and executing these blocks on a decentralized microarchitecture. In this paper, we focus on possible application domains for this archit ...

11 Broadcast and on-line cultural heritage: Broadcast technologies for disseminating

82%

 cultural heritage

John Cosmas , Take Itegaki , Kannan Krishnapillai , Alan Lucas , Mohammed Akhtar , Graham Thomas , Jigna Chandaria , Wolfgang Putz , Andre Everts , Michael Probst , Peter Stammnitz , Jens Guether , Wolfram Liebsch , Gerhard Stoll , Christoph Dosch Reiner Socker , Chris Brendes , Ronald Mies , Dick Van Smirren , Benoit Mory , Nicolas Santini , Alan Peármair , Yakup Paker , Mounia Lalmas , Damien Parwporth , Ekaterina Moutogianni , Gunn Klungsoeyr , Lena Pedersen , Pers-Steinar Hansen , Klaus Illgner

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12 Systems: Avatar Markup Language

82%

 Sumedha Kshirsagar , Nadia Magnenat-Thalmann , Anthony Guye-Vuillème , Daniel Thalmann , Kaveh Kamyab , Ebrahim Mamdani

Proceedings of the workshop on Virtual environments 2002 May 2002

Synchronization of speech, facial expressions and body gestures is one of the most critical problems in realistic avatar animation in virtual environments. In this paper, we address this problem by proposing a new high-level animation language to describe avatar animation. The Avatar Markup Language (AML), based on XML, encapsulates the Text to Speech, Facial Animation and Body Animation in a unified manner with appropriate synchronization. We use low-level animation parameters, defined by the M ...

13 Demonstrations: Collaborative virtual environments for training

 Mojtaba Hosseini , Nicolas D. Georganas

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14 Poster session and reception: Authoring 744: first results

 José M. Martínez , Luis F. Rubio , Francisco Morán

Proceedings of the tenth ACM international conference on Multimedia December 2002

This paper presents the first results of the Authoring744 research initiative, which uses MPEG-7 to synthesize MPEG-4 content. The objective is to use MPEG-7 content descriptions to synthesize content, instead of creating descriptions by analyzing existing content. The output uses MPEG-4 XMT as the representation format, which is further used to create an MPEG-4 binary format, which can in turn be played.

15 Session 6: Binary compression rates for ASCII formats

 Martin Isenburg , Jack Snoeyink

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17 Summer meeting produces results

 George S. Carson

ACM SIGGRAPH Computer Graphics November 1999

Volume 33 Issue 4

This edition of the Standards Pipeline reports on the results of the JTC I/ SC 24 (Computer Graphics and Image Processing) standards committee meeting held this summer in Korea. This report is divided into several sections: 1. SC 24 as a whole 2. Synthetic Environments Study Group 3. Archiving

and Distribution Study Group4. Interaction Study Group5. Working Group 6 (Multimedia Presentation and Interchange)5.1 3D and the Web5.2 CGM and the Web5.3 Portable Network Graphics (PNG)6. Working Group 7 (Im ...

18 Session 4: Behavior3D: an XML-based framework for 3D graphics behavior 82%

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19 The morph node 82%

 Marc Alexa , Johannes Behr , Wolfgang Müller

Proceedings of the fifth symposium on Virtual reality modeling language (Web3D-VRML)

February 2000

We discuss potential and limitations of a Morph Node, inspired by the corresponding construct in Java3D. A Morph Node in Java3D interpolates vertex attributes among several homeomorphic geometries. This node is a promising candidate for the delivery of 3D animation in a very compact form. We review the state-of-the-art in Web 3D techniques with respect to the possibility of interpolating among several geometries. This review leads to a simple extension for VRML-97 as well as a recommendatio ...

20 MPEG-4 systems and applications 80%

 Hari Kalva , Lai-Tee Cheok , Alexandros Eleftheriadis

Proceedings of the seventh ACM international conference on Multimedia (Part 2) October 1999

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77

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22 A generic approach for interfacing VRML browsers to various input devices and 80

creating customizable 3D applications

Frank Althoff , Herbert Stocker , Gregor McGlaun , Manfred K. Lang

Proceeding of the seventh international conference on 3D Web technology February 2002

In this work we present a generic architecture for interfacing various input devices to VRML browsers. Concentrating on the aspect of navigation, our system supports the full range of potential input devices from conventional haptic devices like keyboard and mouse over special Virtual-Reality devices like spacemark and joystick to, as a special feature, semantically higher level input like speech and gesture recognition. The communication between the individual components of the system is based ...

23 Collaboration, earth, and graphs: An efficient system for collaboration in tele- 77

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